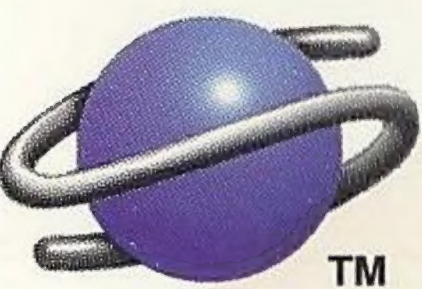
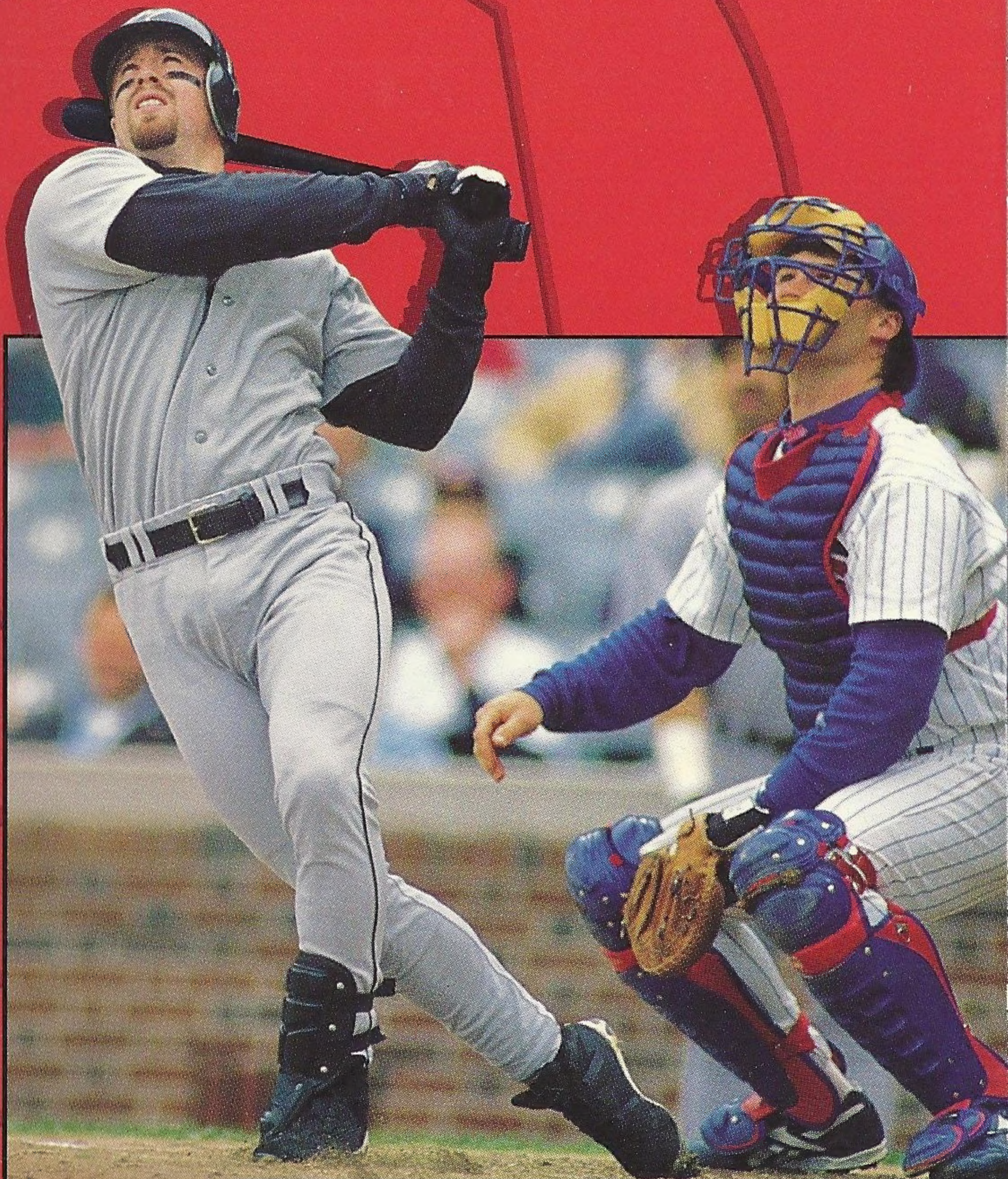


SEGA™



SEGA SATURN™

T-7004H



GRAND SLAM™



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FOR PLAY ON THE SEGA SATURN™ SYSTEM.

INTERACTIVE
entertainment

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

EPILEPSY WARNING:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.



SEGA SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ SATURN™ SYSTEM.

HANDLING YOUR SEGA SATURN DISC:

The Sega Saturn disc is intended for use only with the Sega Saturn™ system.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional rest during extended play, to rest yourself and the Sega Saturn compact disc.

Keep your Sega Saturn compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleansers.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

GRAND SLAM™

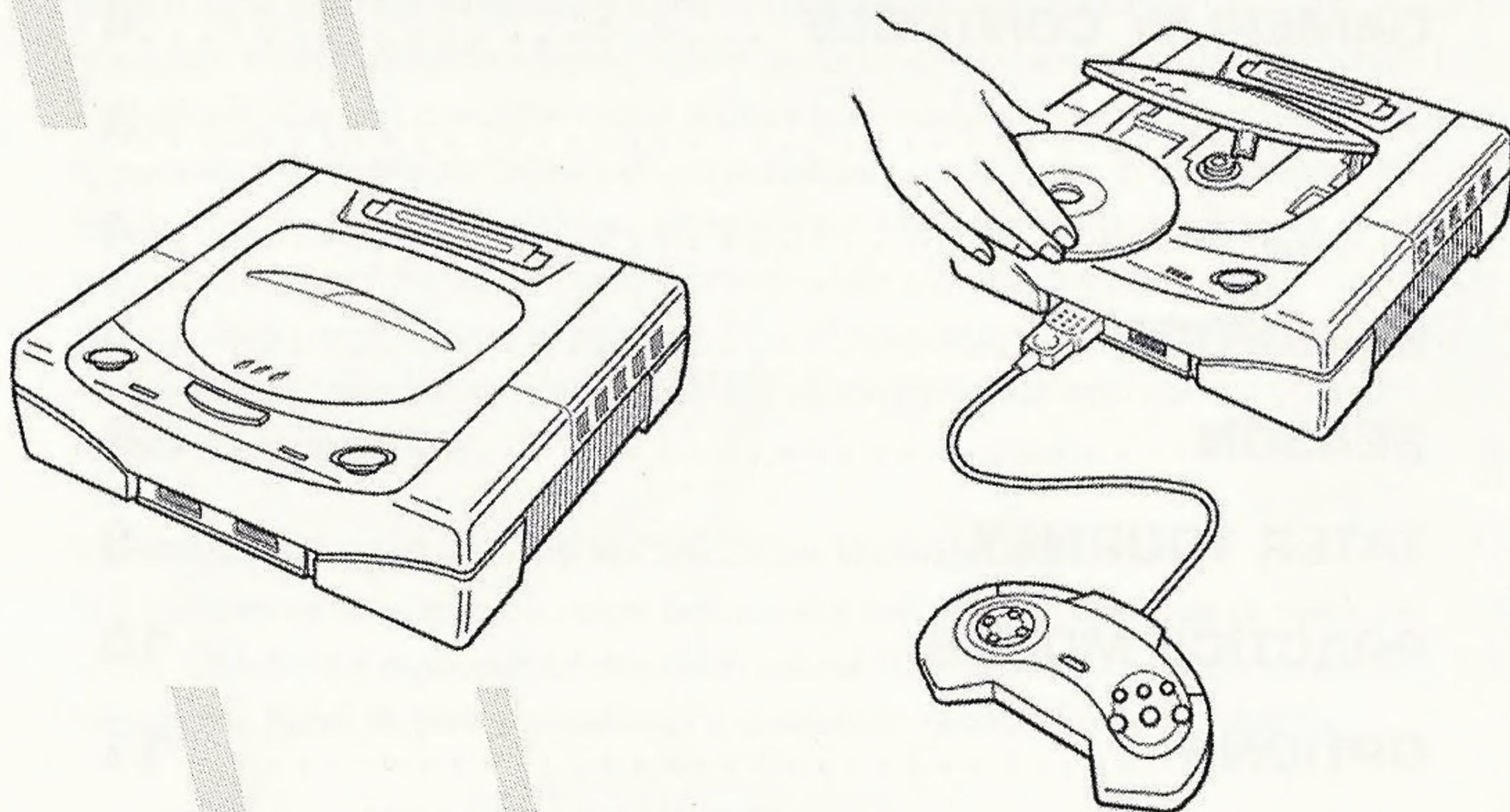
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Welcome to **GRAND SLAM!!**

GRAND SLAM is like no other baseball game. You've played them all. And yet, you're still searching for "THE" baseball game. Look no further. This game allows you to feel as though you are ON THE FIELD. Pitch, Bat, Run and Field with more control than you've ever experienced! Paint the black with your best heat, wait for a hanging curve and swing for the fences, stretch a hit into a double, dive for a rope at the track. All this control is at your fingertips.

Guide your team through a season of inter-league play. Promote players from your prospect list. Pick up players from the Free Agent pool. You'll also make trades with other General Managers as shrewd as you! Pick your own team of *All Stars*.

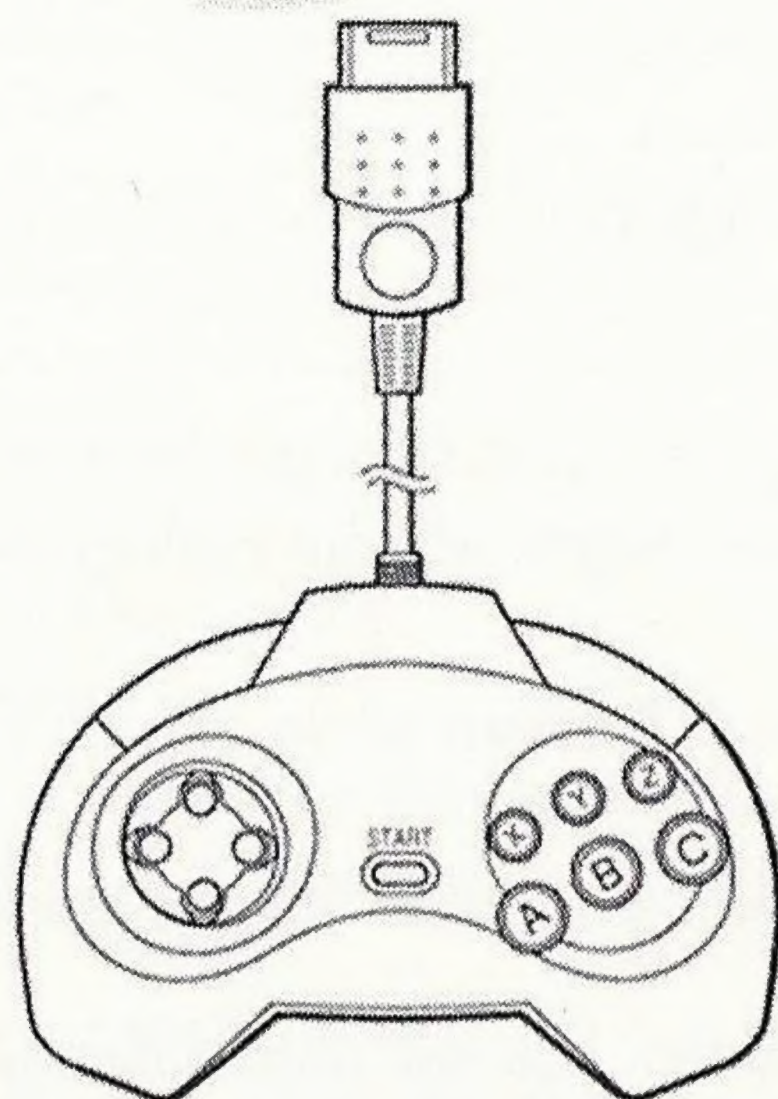


1. Set up your Sega Saturn system and plug the Control Pad into CONTROL PORT #1.
2. With the power switch OFF, insert the *Grand Slam* disc into the disc tray.
3. Turn on your TV or monitor, and then turn on the Sega Saturn system.
4. The Sega logo, the Virgin Interactive Entertainment logo and a short introduction will appear.
5. Press the START button to go to the START/OPTIONS screen. If you do nothing, a short preview/demo mode will run for you.

If nothing happens on screen when you start up, turn the power switch to OFF. Check your Sega Saturn system. Make sure the disc is properly inserted in the console. Turn the power switch ON again.

Always turn the power switch OFF when you are inserting or removing the disc.

GAMEPLAY CONTROLS:



PLAY BALL

This option will get you right into a game using default teams, settings and skill levels. Highlight the *Play Ball* option and press the **C Button**. At the *Vs. screen* choose which team you will control by moving your controller to the side of the screen where your teams logo is displayed. Press the **C Button** again to begin the game.

THE MAIN MENU

To operate the *Main Menu* or any of the other menu screens, use the **D-Pad** to move the highlight up, down, left or right. Press the **C Button** to choose an option or move ahead and the **B Button** to back up.

EXHIBITION

This option will let you play a game with any two teams you choose (including two *All Star* teams) as well as the stadium where you want to play. Highlight the *Exhibition* option and press the **C Button**.

- You can get right into choosing teams by highlighting the *Start* option and pressing the **C Button**.
- To look at any user records saved from previous games, highlight the *Records* option and press the **C Button**.
- To alter the default option, highlight *Options* and press the **C Button**.

Once on the Team Select screen:

- Move the **D-Pad** left or right to cycle through the teams.
- To switch to the other league's teams without cycling all the way around, press the **Z Button**.
- To choose a team, press the **C Button** while its logo and description are on screen.

You will choose the *Home* team 1st and the *Visiting* team 2nd.

After the teams have been chosen, you will automatically be taken to the *Stadium Select* screen.

- To view all the available stadiums, simply press the **D-Pad** left or right to cycle through them.
- To switch to the stadiums in the other league, press the **Z Button**.
- To choose a stadium, highlight the *Done* button and press the **C Button**.

Below the picture of the Stadium is a pair of eye-glasses. You can view some stadium statistics by highlighting these glasses and pressing the **C Button**. After you are done reading the back of the postcard, you can get back to the stadiums by highlighting the glasses and pressing the **C Button** again.

After you have selected a stadium you will be automatically taken to the *Control Select* screen. You can choose to be the Home team or the Visiting team here.

- To choose either *Home* or *Away*, move the controller graphic under *Home* or *Away*.
- If you are playing the computer, the bottom controller stays in the middle.
- If you are playing against someone, they will need to move their controller to the opposite side of yours.

After the teams, stadium and controllers have been chosen, you will be able to view your roster and make any batting, pitching or lineup changes.

If you don't need to make any changes, highlight the *Done* button and press the **C Button**.

To change your batting order:

1. Highlight the player that you want to move.
2. Press and hold the **C Button**.
3. Carry the player to the new batting order position by moving the **D-Pad** up or down.

4. Drop the player by releasing the **C Button**. The replaced player will automatically move to the vacant spot.

To make a pitching change:

- Highlight *Pitching Staff* on the bottom of the lineup card and press the **C Button** (this will take you to the pitching Roster).
- Highlight the starting pitcher you want to put in the game
- Press and hold the **C Button**.
- Carry the player to the pitching position on the lineup card.
- Drop the new pitcher by releasing the **C Button**. The replaced pitcher will be moved back to the roster.

To make a lineup change:

- Highlight the player you want to replace.
- Press and hold the **C Button**.
- Carry the player to the new position on the lineup card.
- Drop the player by releasing the **C Button**.

After you are done making your roster moves you can get to the game by highlighting the *Done* button then pressing the **C Button**.

SEASON

Guide your favorite team through a full 162 game season (13 and 52 game seasons are also available), playoffs and a *World Championship*. Along the way you can even play an *All Star* game complete with *Tater Tourney*.

To start a new season:

- Highlight the *New* option and press the **C Button**.
- Choose a team on the *Team Select* screen.
- Choose a season length.

To resume your season:

- Choose *Load Season* and press the **C Button**.
- Choose a previously saved game (marked *Season*) and press the **C Button**.

To save a season:

- After playing a season game, choose *Save* and press the **C Button**.
- There are four save slots per memory card available. If the slots are marked *Available*, you may save in that slot. If the slots are marked *Occupied*, that means there is not enough room on the card to save your season. If there is no save option available in the Menu, then you have no card inserted.

Get right into playing your 1st game by highlighting the *Next Game* option and pressing the **C Button**. You can also:

- Check out your schedule by highlighting *Calendar*.
- Check out the standings by highlighting *Standings*.
- Check out the leaders in statistics by highlighting *Leaders*.



- Make roster moves and trades by highlighting *Roster*.
- Check out season award winners by highlighting *Records*.
- Change any of the game options by highlighting *Options*.
- Save up to four different seasons by highlighting *Save*.

Calendar

Within the *Calendar* the entire schedule can be viewed month by month. The logo of the selected team can be seen in the upper left corner of the calendar. The current month is displayed in the middle top portion of the calendar. Your opponent's team logo appears on the date or dates that you are scheduled to play. In the lower right corner of each day is an icon that determines: (1) If the game is to be played at the home stadium or visitor's stadium. A yellow icon means *Home*, a red icon means *Away*; (2) If the game is marked to be *Simulated* or to *Play*; P in the icon means *Play*, an S means *Simulate*. Individual season games, a whole month or an entire season, can be simulated.

- To mark an individual game to be simulated, highlight the game and press the **C Button**.
- To simulate a whole month of games, highlight the *Sim Month* button on the month you want to simulate and press the **C Button**.
- To simulate an entire season, highlight the *Sim Season* button and press the **C Button**.
- To begin any simulation, highlight the *Go To Simulation* button and press the **C Button**.
- Once there, highlight the *Start Simulation* button and press the **C Button**.
- Press the **C Button** or move the **D-Pad** at any time to stop the simulation.
- At any time in the calendar, you can play your next game by highlighting the *Play Ball* button and pressing the **C Button**.
- To move forward or backward through the months, highlight the arrow buttons and press the **C Button**.
- View the standings of the other league while on the *Standings* screen by highlighting the *League Logo* and pressing the **C Button**.
- To back up to the *Season Options* screen, press the **B Button**.

Standings

View the results of all the league play. Check to see if your team is in 1st or how many games behind the leader they are. See what kind of streak your team is on, how they have fared at home and on the road. Just like in the morning paper.

To view the standings, highlight the *Standings* option and press the **C Button**.

- View the standings of the other league while on the *Standings* screen by highlighting the *League Logo* and pressing the **C Button**.
- Go to the *Calendar* screen by highlighting *Go To Calendar* and pressing the **C Button**.
- To back up to the *Season Options* screen, press the **B Button**.

Leaders

After at least one played or simulated game, view the leaders in numerous statistical categories. Leaders are sorted by 12 different offensive categories and 12 pitching categories. Sorting can also be done by *All Players*, players in *America's League*, players in *Nation's League*, *All Teams*, teams in *America's League*, teams in *Nation's League*.

- To view the leaders, highlight the *Leaders* option and press the **C Button**.
- To change the category sorted, highlight any of the 12 statistical icons by moving the **D-Pad** left or right and then pressing the **C Button**.
- To change between *Batting* and *Pitching*, highlight the heading *Hitting* or *Pitching* and press the **C Button**.
- To cycle *Categories* (Leagues, Players, etc.), highlight the *Bold* text heading on the upper left and press the **C Button** to cycle through.
- To back up to the *Season Options* screen, press the **B Button**.

Rosters and Trading

Make roster moves within your own team or trade with other teams. Release or pick up players from the free-agent pool or play *General Manager*.

Grand Slam rosters have 31 players to start with; 25 active players and 6 reserves. Only 25 players may be active at any one time. The game will never let a team have less than 25 active players, but the reserve list can be empty or have as many as 8 players. Other teams may want to trade with you. If so, the *Message* light will be flashing.

- To view the Team roster, highlight the *Roster* option and press the **C Button**.
- Make line-up changes by carrying players to their new destination then dropping them with the **C Button**.
- View current season stats by highlighting the *Season* tab and pressing the **C Button**.
- View 1996 Stats by highlighting the *1996* tab and pressing the **C Button**.
- To view the Pitching staff, highlight *Pitching Staff* and press the **C Button**.
- To view your opponents personnel and stats, highlight *Opponent* and press the **C Button**.
- To initiate trades, promote players or release players, highlight the *Trade* icon then press the **C Button**.
- To release someone from the reserve list, highlight the player to be released, press the **C Button**, highlight *Release* at the bottom of the screen and press the **C Button**.
- To promote, highlight a player in the prospect list AND the player in the active list you want replaced, then press the **C Button**, highlight *Promote* at the bottom of the screen and press the **C Button**.

To attempt a trade with another team:

- Highlight a player or players in your active and/or your reserve list.
- Cycle through and select the team you want to trade with by highlighting the arrows on the top of the page on the right and pressing the **C Button**.
- Highlight the player or players on that team's active and/or reserve list you wish to trade for, then press the **C Button**.

- Highlight the *Offer* button and press the **C Button**. The manager of the other team will let you know if the trade was accepted or denied.
- To view messages, highlight the *Message* button and press the **C Button**.
- To accept the proposed trade, highlight the *Accept* button and press the **C Button**.
- To deny the proposed trade, highlight the *Cancel* button and press the **C Button**.
- To sign *Free Agents*, highlight the *Free Agent* tab and press the **C Button**. Then highlight any of the players on that list, then highlight the *Sign* button and press the **C Button**.

All Star Break

When the season breaks for three days in July, you can play or simulate an Exhibition game between two teams or *All Stars* from the current season.

Select *Vote* when the calendar gets to July 8 and then press the **C Button**.

There are default teams selected, but you can *Vote* for the players you would like to see play by highlighting a player and pressing the **C Button**. To write in a name, choose *Write In* and press the **C Button**. You may then choose ANY player from an active roster. When finished voting, choose *Done* and press the **C Button**.

TATER TOURNEY

This is a homerun hitting contest. You can play against the computer or against your friends. Up to 8 different players (human or computer) can participate. The pitcher is A.I. controlled and pitches 70-80 mph fastballs right down the heart of the strike zone.

- Highlight the *Tater Tourney* option and press the **C Button**.
- Once in the *Tater Tourney* you will see a chalkboard with all of your options. In this screen the options for the tourney can be selected by clicking on the desired box.
- Number of Contestants: (2 through 8) (other contestants can be human or computer controlled).
- Number of Rounds:* (1, 2, or 3).
- Innings** per Round: (1 through 9).
- Outs*** per Inning: (1, 3, 5, or 10 outs).
- Batting Skill: (*T-Ball*, *Farm*, or *Show*).

After these options have been set, the players can be chosen by selecting *Start*, or choose a stadium by selecting *Stadium*.

* The option for the number of rounds is limited depending on the number of contestants. Two contestants can only play a one round tournament.

** "Innings" refers to the number of attempts the batter will get to step up to the plate.

*** An "Out" is defined as any hit ball that does not clear the fence. Balls and Strikes do not count. A foul ball is an out.



You can choose the stadium where the *Tater Tourney* will take place by highlighting *Stadium* and pressing the **C Button**.

- To view all the available stadiums, simply press the **D-Pad** left or right to cycle through them.
- To switch to the stadiums in the other league, press the **Z Button**.
- To choose a stadium, highlight the *Done* button and press the **C Button**.

After you have set your desired options, highlight the *Start* button and press the **C Button**.

Batter Selection Screen

Now you can select the participants that will slug it out in the *Tater Tourney*.

- You can rotate between the teams by clicking the page flip buttons on either side of the team logo.
- You can switch leagues by pressing the **Z Button**.

Highlight the player you want in the *Tater Tourney* and press the **C Button**.

As soon as you click on a player's name, he goes to the right side of the batter selection screen. You may select all the participants or you may highlight the *Fill* button on the right page to have the computer select the rest of the participants. The default is for the human to have control of all participants. To get any or all of the participants to be controlled by the computer: Highlight one of the selected players on the right page. Press the **C Button**. A red X will appear in the box to the left of the players name. This red X denotes computer control. The *Clear* button can be used to clear all selections and start from scratch.

As soon as the batter lineup is complete the user can start the *Tater Tourney* by clicking *Begin*.

Should there be a tie between two or more batters after the round is completed, then those batters must compete in a sudden death round with each batter getting three outs. These sudden death overtime rounds continue until the proper number of batters for the next round is determined.

Note: During the *Tater Tourney*, every human contestant uses controller 1.

PRACTICE MODES

There are three different practice modes within *Grand Slam*: *Batting*, *Pitching* and *Fielding*. To get in some practice before taking on the computer or a friend in a real game:

- At the *Main Menu*, choose the *Practice* option and press the **C Button**.
- At the *Practice Menu*, select either *Batting*, *Pitching*, or *Fielding* by choosing them and then pressing the **C Button**.

Batting

You get to choose what skill to bat with. (See the *Skills* description in this manual for explanations of the different skill settings.) Choose if the batter will be left or right handed. Choose the computer pitcher skill level and the arm with which it will throw. Also, choose what pitch type you want to face. You can pick one pitch type at a time or select *Varied* to face a mix of different pitches. To quit practice, press the **Start Button** and choose *Quit*.

Pitching

Here you get to choose the pitch skill and what arm you will throw with. (See the *Skills* description in this manual for explanations of the different skill settings.) You get to choose if the computer batter will be left or right handed. Choose the computer batter skill level and the type of pitches to practice. Up to four different pitches can be selected at a time. To select a pitch, choose the pitch type and the **C Button**. If you change your mind and want to use a different pitch, choose the pitch you don't want and press the **C Button** again. This will de-select that pitch.

One additional feature is also available in *Pitching Practice* mode. *Tutor* will walk you through the button pressing mechanics of pitching. To select one or both of these features, simply choose the feature and press the **C Button**. Practice pitching as long as you wish. To quit practice, press the **Start Button** and choose *Quit*.

Fielding

Just pick what position you want to practice and press the **C Button**. Someone will hit the ball out to your position. You just have to field it. A short time after you field the ball, another one will be hit out to you. Practice as long as you want. Make sure and try both camera angles available.

These are the many game options that can be set before (or during) gameplay. The following is an outline of the options:

Options: • You can change many general game conditions here by highlighting an option and pressing the **C Button**.

Settings: • Turn the *Wind* on or off
• Turn *Errors* on or off
• Turn *Auto-Fielding* on or off

Auto-Fielding is useful for playing your first couple of games. When the ball is hit by your opponent, your fielders will automatically run to field the ball. Once they catch it, you still must make any throws. NOTE: If you move the **D-Pad** while an auto fielder is on the way to the ball, the *Auto-Fielding* will be terminated for the rest of that play!

DH Rule - Choose when the DH will be in effect

- Park Rules - the DH will be in effect for both teams when games are played at the stadiums of *America's League* teams.
- Always On - the DH will be in effect for both teams when games are played in any stadium.
- Always Off - the DH rule is never in effect.

Signals - Have your catcher suggest a pitch by signaling with 1, 2, 3 or 4 fingers.

- 1 = pitchers top pitch, 2= next best pitch, etc.

GAMEPLAY

You can select *View*, *Baserunning* and *Throwing* options here by highlighting the option and pressing the **C Button**.

Baserunning - Select the way you will control your baserunners.

Point to Runner - When moving baserunners, point the **D-Pad** toward the runner you want to control and the *Advance* or *Retreat* button. (Consult the control diagram in this manual for the specific buttons).

Point to Base - When moving baserunners, point the **D-Pad** toward the base you want them to go to and the *Advance* or *Retreat* button. (Consult the control diagram in this manual for the specific buttons.)

View - Select the view in which you will play defense.

Home Plate - This is a traditional view. It is from behind the plate with the camera moving to where the ball is hit. Your fielders will be facing the camera. (*Normal* throwing is probably best for this view.)

Fielder - This is a behind-the-fielder viewpoint. The camera will place itself behind the fielder that has the best chance at fielding the ball. (Forty Helens agree that the *Relative Throwing* is best for this view.)

Throwing - Select the way your fielders will throw the ball.

Normal - Pressing down on the **D-Pad** and the **Throw Button** will send the ball to Home. Pressing left and **Throw** will send the ball to 3rd, up and **Throw** to 2nd, right and **Throw** to 1st.

Relative - This type of throwing is view specific. Depending on where your fielder is, pressing a direction on the **D-Pad** and the **Throw Button** will send the ball in the direction pressed. For example, if the camera is in the *Fielder* view and the 3rd baseman has the ball, pressing the **D-Pad** to the left and the **Throw Button** will send the ball to the left-2nd base, pressing up and **Throw** would send the ball up-1st base.

When in the outfield, the *Relative Throwing* is more like the *Normal Throwing*, except the diamond is flipped. For example, if the Center fielder has the ball and you press up and the **Throw Button**, the ball will go home, to the right and throw the ball to 3rd, etc.

When in the outfield, the *Relative Throwing* is more like the *Normal Throwing*, except the diamond is flipped. For example, if the Center fielder has the ball and you press up and the **Throw Button**, the ball will go home, if you press right and the **Throw Button**, the ball will go to 3rd base, etc.

SKILLS

Choose the skill settings for how you and your human opponent will pitch and bat. (If you are playing against the computer, the skill settings for Batter 2 and Pitcher 2 do not change.)

Batting

T-Ball - The easiest skill setting. All you need to do is time your swing. You don't have to worry about where the ball is in the strike zone. Just swing away! (You can move your batter in toward the plate by holding the **A Button** and moving the **D-Pad** toward the plate.)

Farm - Now you will be required to place the batting cursor on the ball when you swing. The more of the ball covered by the cursor, the harder you will have to hit the ball. Move the cursor with the **D-Pad**. (You can move your batter in toward the plate by holding the **A Button** and moving the **D-Pad** toward the plate.)

The Show - This is the most challenging of the batting skill levels. You have to be really good and have your head in the game to be successful with this skill setting. Instead of just pressing the **C Button** to swing, you have to press AND hold the **C Button** to step into the pitch. You will see a power meter next to the plate. The longer you hold down the **C Button** the higher it goes. When it is at the top you have maximum power. It only stays at the top for a very short time before it begins falling again. This simulates the correct timing of stepping into a pitch. Step in too early and all of your power will be gone before the ball gets there. Step in too late and you will be behind the ball. Step in just right and POP the ball hard. You will have to put the cursor on the ball again in this mode and you can move your hitter toward the plate by holding the **A Button** down.

Pitching

Meat - The least difficult skill level. The needle will sweep slowly and the green accuracy zone will be very large.

Rookie - The needle sweeps a bit faster and the accuracy zone is a bit smaller.

Ace - This is tough. It's just like real pitching. It requires a lot of concentration to be consistent. The needle sweep is fast and the green accuracy zone is tiny.

Note: On all skill levels of pitching, the needle will sweep back faster if you go into the red zone.

SOUND - The volume of music and SFX can be altered.

- 1/3 - Music and SFX will be at 1/3 normal volume
- 2/3 - Music and SFX will be at 2/3 normal volume
- Full - Music and SFX will be at Full normal volume

Credits

To view the names of the folks who made *Grand Slam*, highlight the *Credits* option and press the **C Button**. Toggle the **D-Pad** left or right to cycle through the pages.

CONTROLS CHART

ACTION	BUTTON
Batting	
Swing	Press C to swing
Hitch & Swing (<i>The Show</i> skill level only)	C (Press and hold to hitch. Release to swing)
Before you release the swing button.	Place the cursor over the ball with the D-Pad as it comes at the plate.
To crowd the plate.	A + D-Pad left or right
Bunt	Z
Baserunning	
Point to runner	
Lead off	L + D-Pad in direction of runner.
* Lead Off All	L
* Steal	B + D-Pad in direction of runner.
* Steal All	B + Down
Hit and Run	Hold B + D-Pad in direction of runner. during pitch.
Advance During Play	B + D-Pad to Current Base
Advance All During Play	B + Down
Lead Back	R + D-Pad in direction of runner.
Lead Back All	R
Retreat During Play	Y + D-Pad to previous Base
Retreat All During Play	Y + Down
Retreat During Pick Off	Y + D-Pad in direction of runner.
Slide At Play	C
To advance to next base without stopping	Hold down B + current base before reaching next base.
To advance all to next base without stopping	B + Down before reaching next base.
Point to Base	
Lead off	L + D-Pad in direction of destination base.
* Lead Off All	L
* Steal	B + D-Pad in direction of destination base.
* Steal All	B + D-Pad toward first base.

Action	Button
Baserunning (cont.)	
Hit and Run	Hold B + D-Pad in direction of destination base during pitch.
Advance During Play	B + D-Pad to Destination Base
Advance All During Play	B + D-Pad toward 1st base
Lead Back	R + D-Pad in direction of base
Lead Back All	R
Retreat During Play	Y + D-Pad to previous Base
Retreat All During Play	Y + D-Pad toward 1st base
Retreat During Pick Off	R
Slide At Play	C
To advance to next base without stopping	Hold down B + current base before reaching next base.
Pitching	
Select pitch type	D-Pad toward desired pitch type on menu.
Pitch Location	Select pitch location with D-Pad + press C
Pitch Meter	Press and hold C, release in desired velocity range, press C again in control zone.
Pick Off	B + Base before windup animation begins
Fielding	
Sprint	B + direction
Dive	C + direction
Jump	C
Normal Throwing (Fielding View)	
Throw Home	C + Up
Throw to 1st	C + Left
Throw to 2nd	C + Down
Throw to 3rd	C + Right
Normal Throwing (Home Plate View)	
Throw Home	C + Down
Throw to 1st	C + Right
Throw to 2nd	C + Up
Throw to 3rd	C + Left

Camera Relative Throwing (fielder view)

Throw (from behind home view)	
Throw Home	C + Down
Throw to 1st	C + Right
Throw to 2nd	C + Up
Throw to 3rd	C + Left
Throw (from behind 1st)	
Throw Home	C + Left
Throw to 1st	C + Down
Throw to 2nd	C + Right
Throw to 3rd	C + Up
Throw (from behind 2nd)	
Throw Home	C + Up
Throw to 1st	C + Left
Throw to 2nd	C + Down
Throw to 3rd	C + Right
Throw (from behind 3rd)	
Throw Home	C + Right
Throw to 1st	C + Up
Throw to 2nd	C + Left
Throw to 3rd	C + Down
Shell and Menu Navigation	
In Game Pause Menu Player 1	Start
In Game Pause Menu Player 2	Start
Advance in Shell	C
Back Up in Shell	B
Restart <i>Grand Slam</i>	A + B + C + Start

Production Team Programming Staff:

Lennard Feddersen

Menu system; Pitching system;

Chris MacDonald

SmoothCam system; Batting system;

Steve Martin

Ball Physics; 3D surface collision; commentary system

Joe Sandmeyer

Fielder, Base runner AI; Player database; Immediate cam system; data pipeline

Design Staff:

Chris Rausch

Lead Designer; DAN man; data jockey; Trade engine;

Tom Shoenhair

Rosters; Player database; Play by Play scripting;

Mike McCaa

Play mechanics; Manual;

Rules of Baseball

Aaron Blean, Todd Livdahl,

Scott McClellan, John Lee,

Victor Rodriguez

Design Assistants

Art Staff:

Joel Shively

Art Director; Movies; Pretty screens; Animation

Charlie Bloomer

Lead Artist; Textures; Sprite production; Art pipeline

Susan Haight, Millie Reith,

Betsey Grey

Artists

Chris Rausch

Player Sprite clean-up

Erik Drageset

Artist

3D stadiums

Jay Holland

Khanh Nguyen

Pyros Pictures

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Baseball Video Shoot:

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